

Listing of Claims:

This listing of claims will replace all prior versions, and listings, of claims in this application.

Claims 1-11 (Canceled).

Claim 12 (Previously Presented): A game submission system for submitting video game programs for reviewing and testing, comprising:

communication circuitry for receiving over the internet from a video game developer a video game program for reviewing and testing and video game program specification data specifying characteristics of the video game program;

a memory for storing routing information for one or more video game reviewers and testers; and

processing circuitry for automatically sending data regarding the received video game program and video game program specification data to the one or more video game reviewers and testers in accordance with the routing information.

Claim 13 (Canceled).

Claim 14 (Previously Presented): The game submission system according to claim 12, wherein the memory further stores status data regarding the status of reviewing and testing of the video game program, the status data being accessible to remote computer terminals.

Claim 15 (Previously Presented): The game submission system according to claim 12, wherein the data sent to the one or more video game reviewers and testers regarding the received video game program and video game program specification data comprises a notification of receipt of the video game program and video game program specification data.

Claim 16 (Previously Presented): The game submission system according to claim 12, wherein the data sent to the one or more video game reviewers and testers regarding the received

video game program and video game program specification data comprises the video game program and/or the video game program specification data.

Claim 17 (Previously Presented): A server for a video game program submission system for submitting video game programs for reviewing and testing, the server comprising:
communication circuitry configured to permit remote access to the server over the internet by video game program developers;

a processing system; and

a video game program submission application executed by the processing system for generating one or more display screens usable by video game program developers that remotely access the video game program submission system server to enter video game program specification data specifying characteristics for one or more video game programs and to submit the one or more video game programs to the video game program submission system for reviewing and testing, the video game program submission application further generating one or more display screens providing status information regarding status of the reviewing and testing of video game programs previously submitted to the video game submission system.

Claim 18 (Previously Presented): A computer readable medium storing instructions executable by a processing system to control a video game program submission system server for submitting video game programs for reviewing and testing to:

generate one or more interactive forms that are remotely accessible to video game developers via a communication network, the interactive forms comprising data fields for inputting characteristics of a video game program;

receive via the communication network the video game program characteristics input to the interactive forms along with a corresponding video game program; and

automatically route the received video game program characteristics and video game program in accordance with a routing list to one or more video game reviewers and testers.

Claim 19 (Previously Presented): The computer readable medium according to claim 18, storing further instructions for controlling the video game submission system server to:

store the received video game program characteristics and video game program in a storage device.

Claim 20 (Previously Presented): The computer readable medium according to claim 18, storing further instructions for controlling the video game program submission system server to:

generate one or more remotely accessible display screens providing status information regarding a review of the video game program by the video game reviewers.

Claim 21 (Previously Presented): The computer readable medium according to claim 18, wherein the communication network comprises the Internet.

Claim 22 (Previously Presented): The computer readable medium according to claim 18, storing further instructions for controlling the video game program submission system server to:

validate the video game program characteristics input to one or more of the data fields.

Claim 23 (Previously Presented): The computer readable medium according to claim 22, storing further instructions for controlling the video game program submission system server to:

generate indicia indicative of a failure to validate the video game program characteristics input to one or more of the data fields.